

VAHKI KEY VISUAL

2.21

CHARACTERS CHARACTERS CHARACTERS



2210-001



The Vahki are the enforcers of the peace in Metru Nui. It's their job to make sure order prevails, even if they have to use their stun staffs to make sure it happens. Dwelling in hives in the six metru, they swarm out when there is trouble, chase down the offending Matoran, and make sure they fall back into line. They are not interested in excuses or explanations, only in the preservation of order. Although they may come across as cold and robotic, many Vahki actually seem to enjoy their jobs a little too much.

2210-002

RENDERED

2210-003

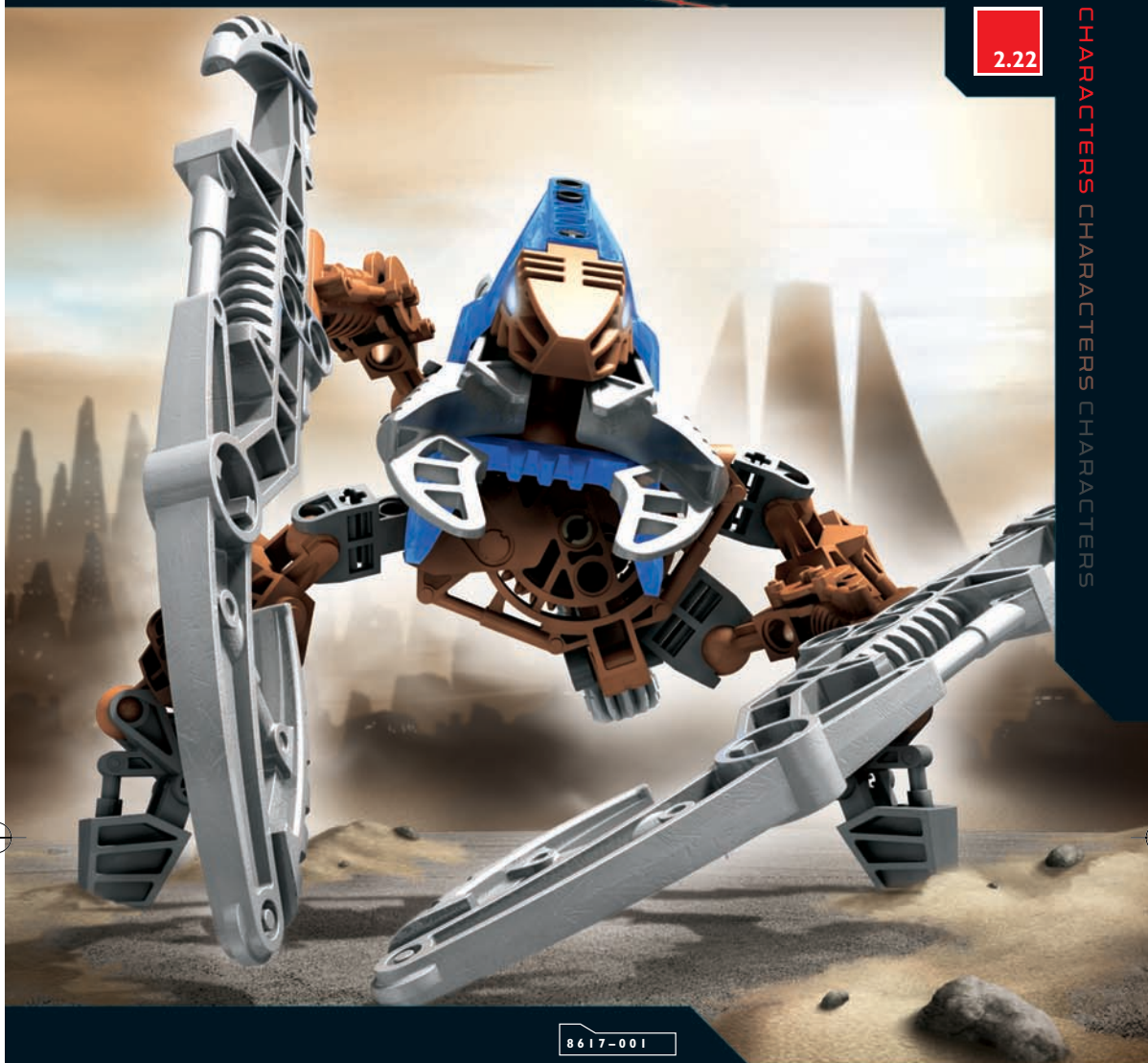
FLAT B/W



VAHKI ZADAKH

2.22

CHARACTERS CHARACTERS CHARACTERS



8617-001

Zadakh are ideally suited for the open spaces of Po-Metru, as they are fastest when running in a straight line and do not handle changes of direction well. They are huge, strong, always the first into any fray and the usually the last ones standing. Zadakh stun staffs leave a target very suggestible, and for a brief period of time the Matoran will take orders from virtually anyone.



8617-002

CHARACTER POSES AND ELEMENTS

VAHKI ZADAKH

2.23

CHARACTERS CHARACTERS CHARACTERS

TRANSFORMED VAHKI

8617-003

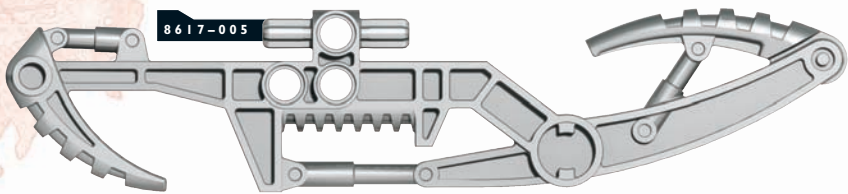


8617-004





VAHKI TOOL

8617-005



PRIMARY COLOUR PALETTE

 PMS 298C C60% M5% Y0% K0%	 PMS 427C C7% M7% Y12% K0%	 PMS 429C C44% M29% Y30% K0%	 PMS 161C C39% M65% Y80% K30%	 PMS 431C C70% M63% Y60% K10%
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VAHKI RORZAKH

2.24

CHARACTERS CHARACTERS CHARACTERS



8618-001

The Rorzakh of Onu-Metru are relentless. Though not the fastest or the strongest Vahki, they never give up on a chase. Run anywhere, they will pursue, no matter how far or how long it takes. Their preferred tactic is to wait for their target to grow exhausted and then do their job. Rorzakh stun staffs have the longest-lasting effects, allowing the Vahki to see and hear whatever the affected Matoran does without the Matoran being aware of it.



8618-002

CHARACTER POSES AND ELEMENTS

VAHKI RORZAKH

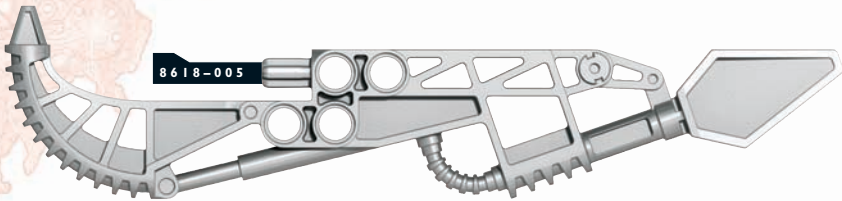
2.25

CHARACTERS CHARACTERS CHARACTERS

TRANSFORMED VAHKI



VAHKI TOOL



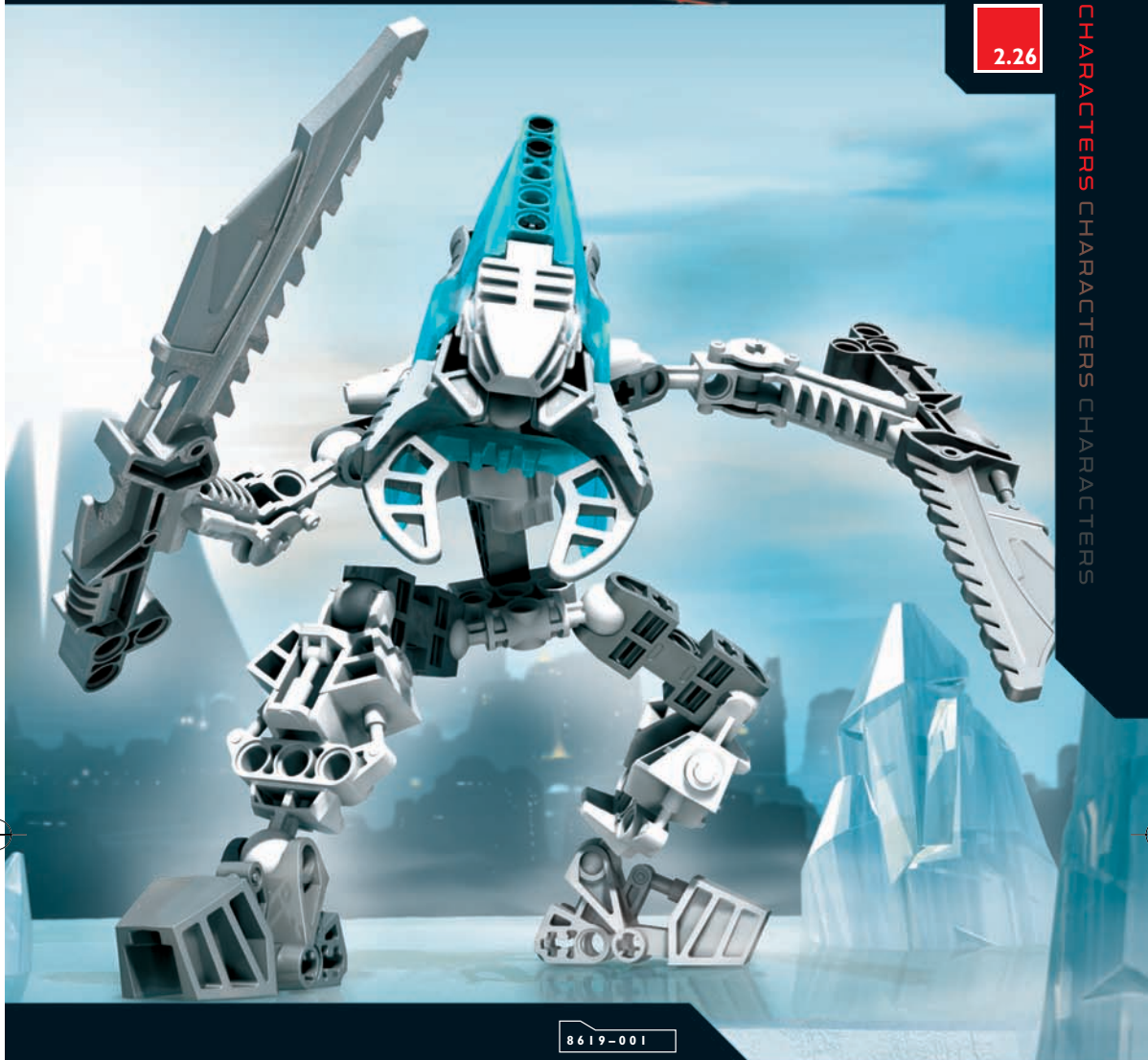
PRIMARY COLOUR PALETTE

PMS PROCESS BLACK C	C 60% M 0% Y 0% K 100%	PMS 427C	C 7% M 7% Y 12% K 0%	PMS 429C	C 44% M 29% Y 30% K 0%	PMS 360C	C 5% M 0% Y 60% K 0%	PMS 431C	C 70% M 63% Y 60% K 0%
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VAHKI KEERAKH

2.26

CHARACTERS CHARACTERS CHARACTERS



8619-001

The Keerakh of Ko-Metru are a perfect fit for a metru devoted to seeing the future. Keerakh are always one step ahead of whoever they are pursuing – it does no good to hide from them, because they will probably be waiting at your hiding place when you get there. Keerakh stun staffs scramble a Matoran's sense of time and place, disorienting them enough that they cannot cause any trouble. It's not unusual to see confused Ko-Metru Matoran walking aimlessly through other metru, unsure of where they are or what day it is.



8619-002

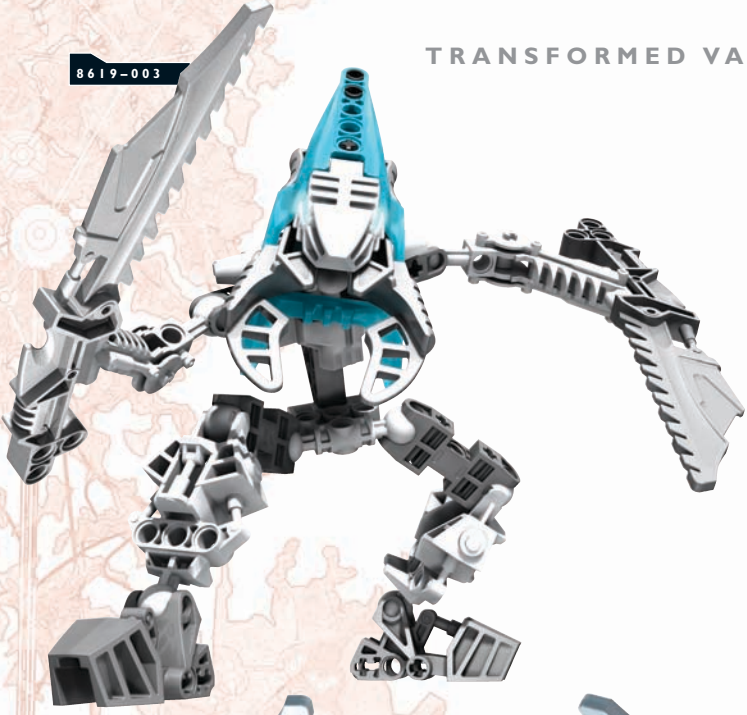
CHARACTER POSES AND ELEMENTS VAHKI KEERAKH

2.27

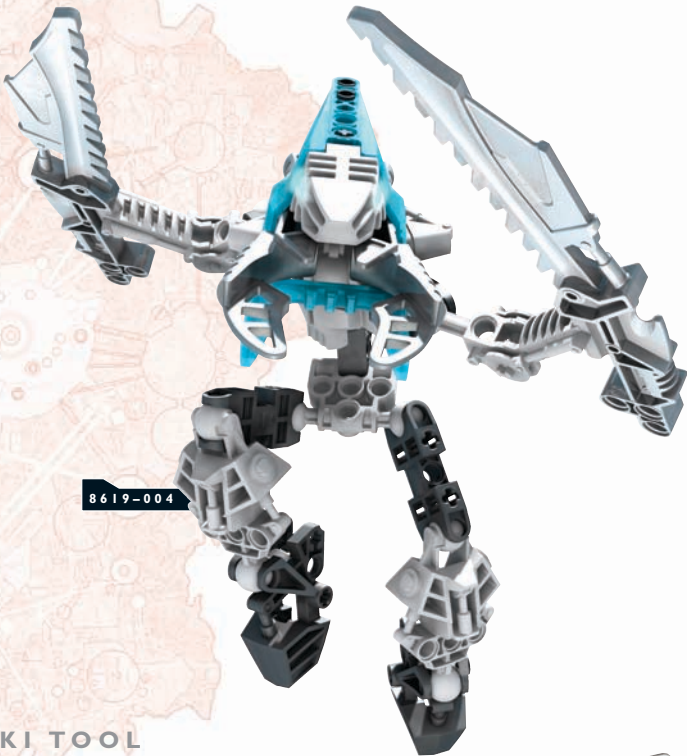
CHARACTERS CHARACTERS CHARACTERS

TRANSFORMED VAHKI

8619-003

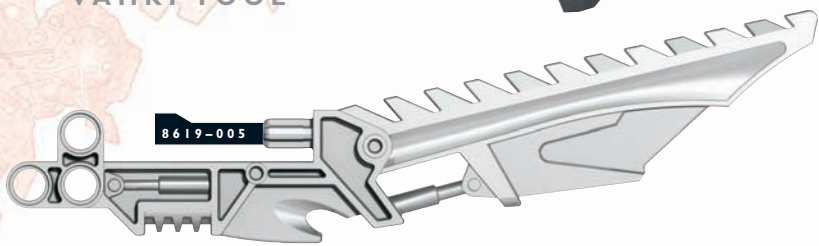


8619-004



VAHKI TOOL

8619-005



PRIMARY COLOUR PALETTE

PMS COOL GREY 1C	C5% M3% Y4% K0%	PMS 427C	C7% M7% Y12% K0%	PMS 429C	C44% M29% Y30% K0%	PMS 304C	C27% M0% Y5% K0%	PMS 431C	C70% M63% Y60% K10%
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VAHKI BORDAKH

2.28

CHARACTERS CHARACTERS CHARACTERS



8615-001

The Bordakh of Ga-Metru are tactically the most cunning of the Vahki, usually working in small, highly mobile groups. They like to get the job done with a minimum of fuss and risk, but they do enjoy the chase. An old Matoran saying goes, "Bordakh like things that run." Their stun staffs make the targeted Matoran so enthusiastic about the ideas of order and security that he will actively look for "troublemakers" to turn in to the Vahki.



8615-002

CHARACTER POSES AND ELEMENTS

VAHKI BORDAKH

2.29

CHARACTERS CHARACTERS CHARACTERS

TRANSFORMED VAHKI

8615-003

8615-004

VAHKI TOOL

8615-005

PRIMARY COLOUR PALETTE

PMS 2955C
C100% M70%
Y36% K40%

PMS 427C
C7% M7%
Y12% K0%

PMS 429C
C44% M29%
Y30% K0%

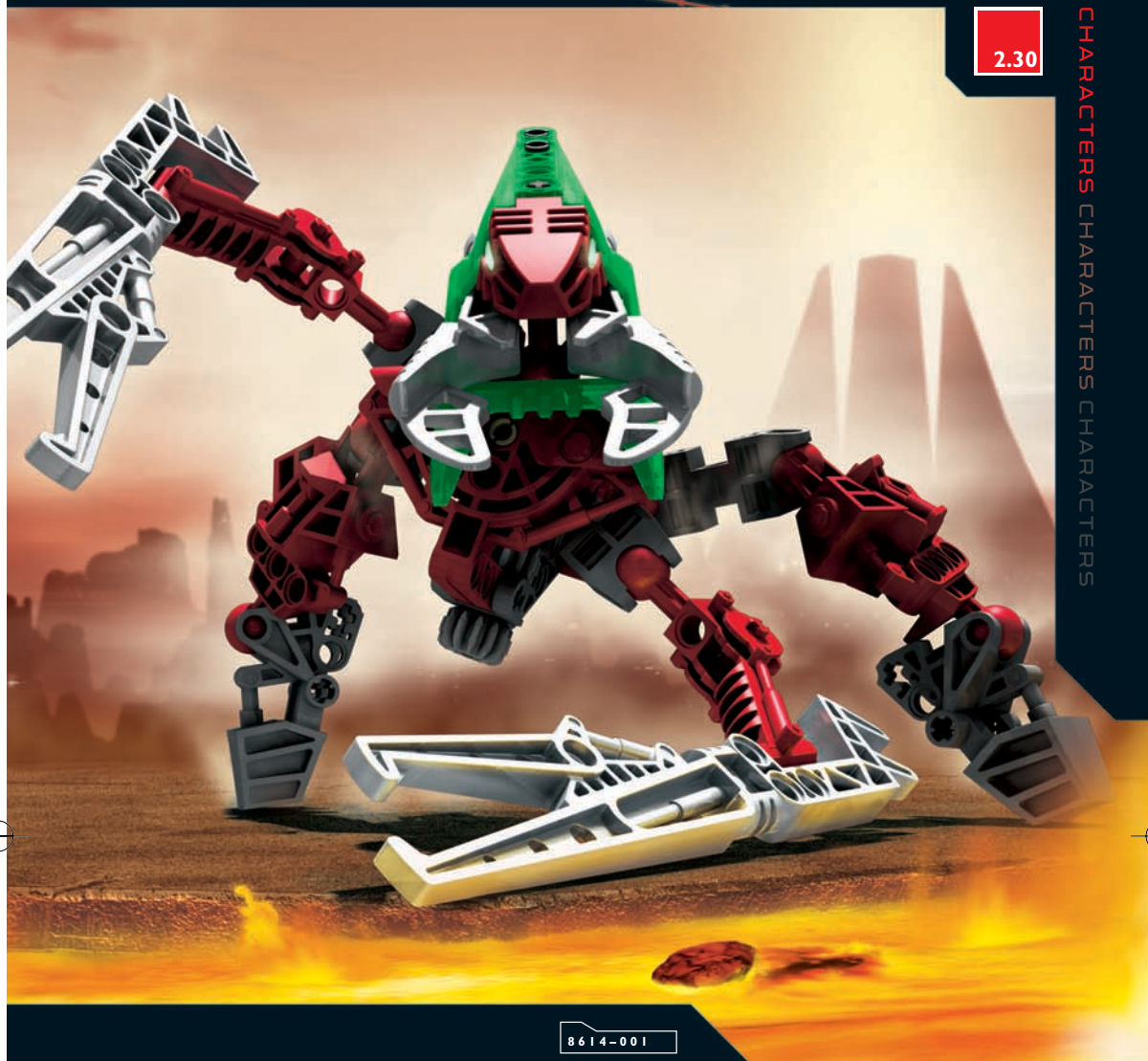
PMS 165C
C0% M60%
Y60% K0%

PMS 431C
C70% M63%
Y60% K10%

VAHKI NUURAKH

2.30

CHARACTERS CHARACTERS CHARACTERS



8614-001

The Nuurakh of Ta-Metru are the fastest of all the Vahki – one minute all is quiet, the next they are everywhere. Nuurakh prefer to surround their targets, rather than chase them down, but they are easily frustrated. When things don't go their way, they can turn on each other. Nuurakh stun staffs fill the target's mind with one overriding command, which the affected Matoran will then obey to the exclusion of all else until the stun wears off.



8614-002

CHARACTER POSES AND ELEMENTS

VAHKI NUURAKH

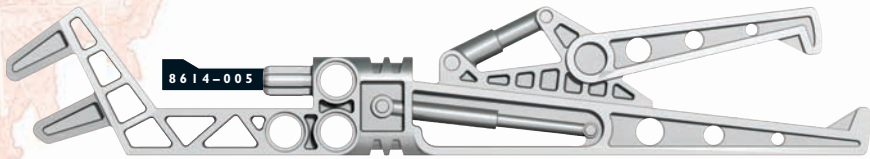
2.31

CHARACTERS CHARACTERS CHARACTERS

TRANSFORMED VAHKI



VAHKI TOOL



PRIMARY COLOUR PALETTE

PMS 360C C 60% M 0% Y 60% K 0%	PMS 427C C 7% M 7% Y 12% K 0%	PMS 429C C 44% M 29% Y 30% K 0%	PMS 194C C 45% M 100% Y 90% K 11%	PMS 431C C 70% M 63% Y 60% K 10%
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VAHKI VORZAKH

2.32

CHARACTERS CHARACTERS CHARACTERS



8616-001

The Vorzakh have little patience for games of "chase and hide." If they need to find someone, they will just level everything in their path until that Matoran appears. (Le-Metru Matoran spend much of their time repairing damage done by the Vorzakh.) Their stun staffs are incredibly potent, one touch reducing a Matoran to little more than a mindless but obedient creature for a brief period of time. Le-Matoran have grown used to seeing these unfortunates, called "shamblers," wandering through the metru.



VAHKI VORZAKH

8616-002

CHARACTER POSES AND ELEMENTS

VAHKI VORZAKH

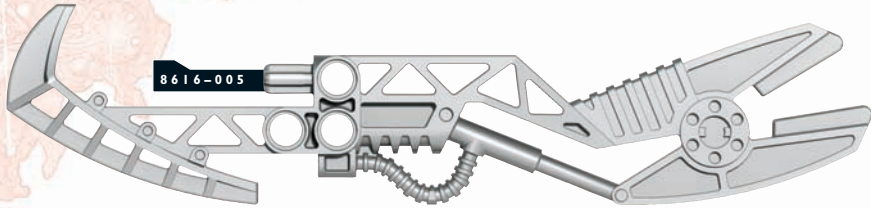
2.33

CHARACTERS CHARACTERS CHARACTERS


TRANSFORMED VAHKI



VAHKI TOOL



PRIMARY COLOUR PALETTE

 PMS 185C C0% M85% Y75% K0%	 PMS 427C C7% M7% Y12% K0%	 PMS 429C C44% M29% Y30% K0%	 PMS 350C C100% M58% Y100% K33%	 PMS 431C C70% M63% Y60% K10%	
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